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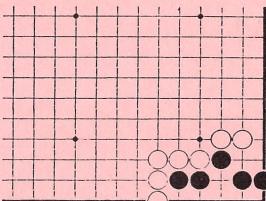
1978 American Go Championships

Preliminary Tournaments to the WORLD AMATEUR CHAMPIONSHIPS
March 1979 Tokyo, Japan

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For professional visits, '78 has been the year of the Koreans. Mr. Cho Nam Chul, 8 dan visited in March. At the invitation of the AGA working through Mr. Shin A. Kang and his nephew in West Germany, an official delegation of four headed by Mr. Kim In, 8 dan, came through New York, Baltimore, Washington, and L.A. on its way back from Germany in June.

It is hard to imagine a more congenial set of guests.



Park Chung Yul
Kim San Bae
Kim Chung Hak
Shin D. Kang
Kim In, 8 dan
Young Kwon



Mr. Kim In, 8 dan

Mr. Kim was extremely generous. He spent many hours playing exhibitions and refused payment of any kind. His avowed purpose was to expose Americans to Korean "paduk."

Mr. Kim was a fine example of a master of Go: gentlemanly, honest, calm, and fully enjoying his art. As well as being one of the top two players in Korea, he is also a Director of the Hangook Kiwon and expressed a hope that the AGA and the Kiwon would develop a closer relationship in the near future.

Mr. Kim lived up to the meaning of his given name, In, which means "Tiger." He lost only two games in 50.



Simultaneous exhibition by Mr. Kim at Capitol Amusements.



Cho Nam Chul, James Cho, Ko Hoong Il,
8 dan N. Va. G. C. Mgr., Capitol
Amusements



Robert Ryder Young Kwon Takao Matsuda



Park Chung Yul Kim San Bae Kim Chung Hak

In the Korean-American team match Mr. Matsuda defeated Mr. Park by a margin of $\frac{1}{2}$ point, Mr. Ryder and Mr. Kwon lost to their Korean opponents.

TOURNAMENT AND EVENT CALENDAR

- 19-20 August, FIRST GOLD HILL OPEN GO TOURNAMENT. Play starts 9:30am. Accommodations, meals, and camping are available. Contact: Ogden Kellogg, Jr. 2132 Sardine Creek Rd., Gold Hill, OR 97525.
- 2-3 Sept., 1978 AMERICAN GO CHAMPIONSHIPS. Western Site: Rafu Kiin/120 N.San.Pedro/Los Angeles. Contact: Richard Dolen/ 2329 Kansas/Santa Monica/ CA 90404. Eastern Site: The Empire Room of the Hotel Lexington/ 48th St. and Lexington Avenue/ New York City. Registration: 9 - 9:30am. Play begins promptly at 10. Contact: T. Benson 212-926-6519. THE HIGHEST PLACING AMERICAN CITIZEN IN EACH OF THESE TWO TOURNAMENTS WILL WIN A TICKET TO JAPAN TO PLAY IN THE WORLD AMATEUR GO CHAMPIONSHIPS IN TOKYO MARCH 13th to 17th 1979.
- 30 Sept., ANN ARBOR FALL TOURNAMENT, Ann Arbor, Michigan. Rm. 2050 in the Frieze Bldg. on the University of Michigan campus. (Corner of S. State St. and E. Washington) Registration: 9:30am. Play: 10am. Fee: \$3 in advance. AGA membership required above 20 kyu. Rounds: 4 plus playoffs. Please bring sets and clocks. For those traveling to Ann Arbor, bring sleeping bags - space is available. Contact: Dave Nelson/ 432 Fifth St. Ann Arbor, MI 48103.
- 7 Oct., NEW MEXICO FALL HANDICAP TOURNAMENT, UNM Student Union Bldg., Rm. 231-A, Albuquerque. Fee: \$2 NMGA members, \$3 non-members. Contact: Bill Spight, P.O. Box 630, Alcalde, NM 87511.
- 14 Oct., GREATER WASHINGTON GO TOURNAMENT, Contact: Art Lewis/ 11530 Highview Ave./ Wheaton, MD 20902, for further details.
- *****

1978 AMERICAN GO CHAMPIONSHIPS

The Eastern Championships will be held in the Empire Room of the Hotel Lexington as they were last year. The event is designed to accommodate players of all strengths from 6 dan to 20 kyu. It will be a six round Swiss tournament using McMahon pairings. Players will compete as much as possible against opponents of equal strength in even game play. There will be prizes awarded at every strength level. All players are urged to come and join in THE Eastern go event of the year.

Fees: Dan players: \$12; 1-5 kyu: \$10; 6-10k: \$8; 11-15k: \$6; 15+k: \$.4. Non-AGA members pay \$4 additional and qualify for 1 year tournament play. Registration: Sat. 2 Sept. 9 - 9:30am. 1st Round: 10am. 2nd Rnd.: 2pm. 3rd Rnd.: 6pm (individual 3rd rnd. games may start earlier) Sunday, Sept. 3: 4th Rnd.: 9:30am. 5th Rnd.: 1:30pm. 6th Rnd.: 4:30pm. A playoff (if needed) to decide the Open & Kyu titles will be Sun. eve.

The winner of the tournament - regardless of citizenship - will take the title of Eastern American Champion, accept the Japan Air Lines Cup for 1978, and play against the Western American Champion for the American title and a cash prize. The WORLD AMATEUR GO CHAMPIONSHIPS will be held in Tokyo March 13th through 17th 1979. They are being sponsored by Japan Air Lines, the leading corporate supporter of international Go, and organized by the Japan Go Assn. (Nihon Kiin). The highest placing American citizen in the top "band" of both the Eastern and Western Championships will win an expense paid trip to Japan to represent the U.S. in the World Championships. Foreign born players must be prepared to prove their U.S. citizenship to accept the grand prize.

The highest finishing kyu player will win the Eastern Kyu Championship, a prize cup, and the right to play the Western Kyu Champion for the U.S. title.

Full details for the WESTERN CHAMPIONSHIPS are not final. It will be at the Rafu Kiin in Los Angeles(120 N. San Pedro)Sept. 2nd and 3rd. Last year's tournament drew nearly 50 players from throughout the west. It is an event not to be missed regardless of playing strength. The dan winner will win the trip to Japan under the restrictions noted above. The Kyu winner will play the Eastern Champion. Don't Miss the premier western tournament of 1978.

For more information contact: Richard Dolen/2329 Kansas/Santa Monica, CA 90404.

NEW MEXICO GO ASSOCIATION SPRING HANDICAP TOURNAMENT

#	SECTION A PLAYER	RANK	ROUNDS			#	SECTION B PLAYER	RANK	ROUNDS			#	SECTION C PLAYER	RANK	ROUNDS					
			1	2	3				1	2	3				1	2	3	4		
1	Spight	K4d	2	3½	4½	-	10	Lockett	A4k	11½	12½	20½	21½	18	Johnson	A8k	19½	22½	21½	
2	Huang	K1d	1½	3½	4½	-	1st	11	Lee	A4k	10½	13½	22½	15½	19	Menikoff	K10k	18½	20½	23½
3	Draisin	A1d	¾	1½	3½	-	12	11	Bowman	A4k	13½	10½	17½	14½	20	Gordon	K11k	16½	19½	21½
4	Bolsterli	A1d	¾	2½	3½	-	2nd	13	Harris	A5k	12½	11½	15½	16½	21	Kennedy	K17k	20½	23½	18½
5	Kim	A1d	-	6½	6½	-	13	Harris	A5k	12½	11½	15½	16½	22	Mcclellan	K14k	23½	18½	24½	
6	Uchiyama	A3k	7½	5½	5½	-	2nd	14	Ruppert	K6k	15½	17½	10½	12½	23	Boren	A15k	22½	21½	19½
7	Yellin	A3k	6½	8½	6½	-	15	Merillat	K6k	14½	16½	13½	11½	24	Roepke	-	-	-	22½	
8	Woodruff	K4k	¾	2½	2½	-	2nd	16	Griego	A6k	12½	15½	20½	12½	1st	-	-	-	-	
9	Blecha	K4k	8½	7½	5½	-	17	Claflin	K7k	16½	14½	12½	-	-	-	-	-	-		

24 PLAYERS COMPETED IN TWO SECTIONS. THE WINNER OF SECTION A: KUO-EN HUANG, 2D FROM ALBUQUERQUE. TIED FOR SECOND: MARK BOLSTERLI, SHODAN FROM SANTA FE, TAKAO UCHIYAMA, 3K FROM ALBUQUERQUE, AND PETER WOODRUFF, 3K FROM LOS ALAMOS. SECTION B WINNER: ELOY GRIEGO, 5K FROM ALBUQUERQUE, TIED FOR SECOND: BUD LOCKETT, 3K FROM LOS ALAMOS, TOM HARRIS, 4K FROM SANTA FE, AND JOE KENNEDY, 16K FROM TAOS. OFFICERS OF THE NMGA ELECTED AT THE TOURNAMENT: BILL SPIGHT, PRES., DAVID BLECHA, SEC.-TREAS.

AGA, YOUNG-ANG DAILY NEWS, AND YOMIURI SHINBUN SPONSOR TEAM MATCH

A 7-man team of Korean players overcame a slow 1st round to narrowly defeat a Japanese team 11-10. The match was held Sat. June 10th at the New York Go Club in New York City. Its conception and success was the result of the combined efforts of many interested parties: Mitsuo Horiguchi - past President of the New York Go Club, B.C. Choi and E.B. Lee of the Korean Language Young-ang Daily News, Tsugio Utada - President of the New York Yomiuri Press, Masao Takebe - AGA vice-President, and Young Kwon - AGA liaison officer with the Korean community. It is hoped that this friendly competition will become an annual event.

ANN ARBOR SPRING TOURNAMENTS END TIED

Both the A and B sections of the A-Go Club's spring event ended in ties. Club organizer and AGA Secretary Dave Relson, and Bernardo Levy were dead equal with 3-1 scores. L. Zettke, 11k, and A. Geula, 14k were both 4-0 in the B group. However (it was said that) a good time was had by all.

#	PLAYER	RANK	1	2	3	4	SCORE	#	PLAYER	RANK	1	2	3	4	SCORE
SECTION A															
1	Y. Kim	5d	2½	4½	5½	3½	2-2	2	B. Simon	5k	1½	3½	8½	9½	5-4
2	B. Wicox	5d	1½	2½	2½	2-2	-	3	A. Converse	7k	¾	1½	2½	6½	3-3
3	B. Zettke	1d	4½	5½	2½	2-2	-	4	H. Liu	8k	3½	5½	5½	1-3	-
4	D. Relson	1d	3½	1½	5½	5½	-1	5	J. Ruppert	9k	6½	4½	7½	3½	-
5	H. Hsiao	1k	6½	2½	6½	2½	-	6	T. Tufts	13h	8½	6½	5½	3½	-
6	S. Hsiao	2k	5½	3½	4½	2-0	4	A. Geula	14k	7½	10½	9½	2½	4-0	
								9	F. Borza	15k	10½	11½	8½	2-1	
SECTION B															
10	B. Brown	16k	9½	8½	11½	5½	0-4	10B	B. Brown	16k	9½	8½	11½	5½	0-4
11	B. Williams	19k	-	9½	10½	7½	-2-1	11B	B. Williams	19k	-	9½	10½	7½	-2-1
1	J. Bentham	3k	2½	3½	-4-	0-3									



At left: A general view of the Maryland Open.

The front four players are the Open section:

Shin Kang, T. Ishikawa
K.C. Kuo, Don Wiener

(Photo by Paul Stygar)



JAPANESE/KOREAN TEAM MATCH

Japanese	Korean	ROUND 1:	J1	J2	J3	J4	J5	J6	J7	Japanese	5
J1 Ishikawa	K1 Oh, Eung Whan	K2	K5	K1	K3	K5	K4	K7	K2	Korean	2
J2 Nishiyama	K2 Kim, Dong Ok	K3	K1	K4	K3	K2	K5	K6	K3	Korean	5
J3 Sato	K3 Kurn, Sang Yoon	K4	K2	K6	K4	K3	K2	K5	K4	Korean	2
J4 Matsuzawa	K4 Kwon, Young Kuk	K5	K3	K6	K5	K4	K3	K6	K5	Korean	5
J5 Chubachi	K5 Kamei, Jun Man	K6	K4	K7	K6	K5	K4	K7	K6	Korean	3
J6 Kamei	K6 Kite, June Pao	K7	K3	K4	K2	K3	K2	K4	K3	Korean	4
J7 Matsuzawa	K7 Lee, June Pao	K8	K2	K4	K2	K1	K3	K2	K1	Korean	4

5TH ANNUAL MARYLAND OPEN DRAWS 34 PLAYERS

The Maryland Open once again proved itself as the best tournament for kyu players in the east. The four player Open section was thin but strong including as it did the present Eastern Champion, Shin A. Kang. Most of the entrants, 24, were below kyu. Everyone except the top 10 players was paired using the "Baltimore 8" system. The field is divided starting at the top, into 8 player sections. Each section plays 3 rounds, single knockout, handicapped to determine a winner. Section winners this year were: A-Drange; B-John Moses; C-Evan Behre; & D-Michael Goldenberg.

#	PLAYER	RANK	1	2	3	SCORE	#	PLAYER	RANK	1	2	3	SCORE
OPEN SECTION													
1	Shin A. Kang	6d	3	4	2	3-0	17	Steve Beck	8k	13	14	15**	3-0
2	T. Ishikawa	6d	4	3½	1½	2-1	18	Paul Stygar	8k	14	13	16	1-2
3	K. C. Kuo	4d	1	2½	4½	1-2	19	Ben Bernstein	9k	16	15	14	1-2
4	Don Wiener	3d	1	3	1-2	0	20	Warren Litt	9k	15	16	13	1-2
							21	David Stokoe	5k	5	6	5½	2-1
							22	T. Alexander	10k	12	13	10	0-5
							23	G. Broadbent	12k	28	23	22	2-1
							24	Jim Pickett	4k	7½	12	5½	2-1
							25	Paul Trimmer	13k	32	30	28	26**
							26	David Meyer	6k	8	11	5	2-1
							27	Sam Stein	30	33	29	32	1-2
							28	Jim Payette	6k	17	18	20	2-1
							29	John Goon	16k	18	17	19	2-1
							30	Evan Behre	12k	22	25	28	3-0
							31	John Moses	6k	20	19	17	3-0
							32	John Ezell	8k	19	20	18	0-3
							33	Ken Lathan	18k	30	31	34**	2-1
							34	M. Goldenberg	18k	31	32	33	3-0

NEW YORK STATE OPEN WON BY MATSUEDA

The 1978 New York State Open was won, as in many previous years, by Takao Matsuda. In route to a 3-0 score, he took the measure of two of his long time rivals, Young Kwon and Takahiko Ishikawa. Last year's champion, Young Peng, and long-time New York contender, Larry Brauner were missing from the otherwise strong field.

Shigeru Noguchi, 3k, was the surprising winner of the N.Y. Kyu Championship.



a series begun in AGJ 12: 5/6
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Chapter 4: TIMING

IG-4.0

"It is circumstance and proper timing that give an action its character and make it either good or bad."

Agesilaus

Knowing the best local move is not enough; the entire board must be considered. Many times an exquisite local play, found after much laborious reading, is wasted by being played prematurely. On the other hand, simple moves played at the correct global moment are often regarded as brilliant.

Here is an overview of this chapter.

Beginning Go players play the game on a move by move basis, thinking only of what they are currently doing. They are viewing but the tip of an iceberg, and playing poorly. Good Go is played with the future ever in mind. What happens now is only a small part of the value of a move. What this move can or might do later on is much more important. A well-placed stone lays the groundwork for a multitude of possible future effects which may be only dimly seen at the time. Strong Go players strive to control the future by maintaining the initiative (sente). In handicap games White controls sente most of the time, but between evenly matched players sente changes hands frequently. The skilled player recognizes that in an even game he must eventually play a gote move, so he uses that move to prepare for the future by leaving a good later continuation (gote-plus).

Sente and gote-plus are essential ingredients of good timing. So is the "flow of the stones". While it is possible to play Go on a move-by-move basis, professionals string moves together into logical sequences. The "flow of the stones" is to Go what maintaining stride is to running, or what smooth continuous brush strokes are to painting. Amateurs use short, choppy motions while the master's ability is seen in the smooth coordination of his motions. I have been presenting "flow" from the very beginning of this series. Every plan, such as the sacrifice wall attack (IG-2.1), is a stone-flow for a specific purpose.

Sente, flow, kikashi, miai, and aji keshi are but aspects of timing. THE HEART OF GOOD TIMING, and in fact of Go itself, can be stated in two questions: "CAN THIS WAIT?" and "IS IT ESSENTIAL?". To improve in Go you must learn to apply these questions effectively.

With this overview in mind, let us proceed

Continued on next page



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IG-4.1

Sente--What good is it?

Everyone knows sente is good, but few clearly understand why. Every game can be broken down into a series of situations where a player makes a move, both players play there for a while, and then someone leaves and starts a new focus elsewhere. Playing first somewhere is very valuable. Whoever starts a focus gains more locally than if his opponent had done so. White plays first in Diagram 1 and reduces Black by 2 points. If Black played first the situation would be reversed so whoever plays first shifts the score by 4 points. This gain is small, but imagine it happening 10 or more times in a row. Sound unreasonable? It is, but in high handicap games White usually gains 30-40 points in the endgame in just this way. Hence an underlying principle: DON'T FOLLOW YOUR OPPONENT AROUND THE BOARD. Of course if you do not respond in an area, you may suffer locally; but you may be able to recover by punishing your opponent elsewhere. (This is the furi-kawari (trade) so prevalent in professional games.)

Refusing to play as your opponent intends is one of the enjoyable psychological aspects of the game. Go is as much a clash of wills as it is a race for profit. While you shouldn't mindlessly follow your opponent from focus to focus, eventually a focus will take on primary importance. Both players will play moves there until some kind of local equilibrium is reached. Neither side will want to leave a situation in which one additional opponent move will cause extensive damage, so the area will be played out as a cluster of moves. Stability criteria and timing rules help a player know when he can leave the area and initiate a new focus.

When players only understand why sente is valuable, they often try to avoid all gote moves. Not only is this impossible, it often leads to disaster. Not all sente is good, and not all gote is bad. These terms fail to take into account the future impact of a move. A gote move which implies a powerful follow-up is quite different from a gote move which is a dead end. A sente play that leaves many weaknesses is often not worth playing. To distinguish these cases and more, I refine each term into "plus", "pure", and "minus". A GOTE-PLUS move is a gote move with a good continuation (favorable aji), while a SENTE-MINUS move is sente but leaves unfavorable aji for you. (I say pure gote if I am trying to distinguish it from gote-plus or gote-minus, otherwise gote covers all three cases.) Judging a move to be Sente plus, pure Sente, Sente-minus, Gote-plus, pure Gote, or Gote-minus requires a flexible overall view of the game. Not only must you determine a move's current value, but you must look at what might be done with it later.

A move gaining 20 points may fall into any of the 6 types depending upon when it is played and the situation at the time. W1 in Diagram 2 requires B2 or the Black group dies. If Black cannot afford to let his group die, then W1 is sente worth 1 point and B2 is gote worth 20 points. If Black can look forward to attacking his encloser, then B2 is gote-plus. If Black ignores W1 then W1 is worth 1 point and is gote-plus (the plus is that White can kill Black in the future). Until the late yose it is more reasonable to classify W1 and its follow-up as both being pure gote, worth almost 11 points each.

Diagram 1

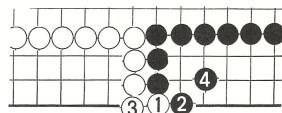
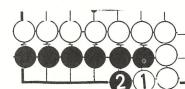


Diagram 2



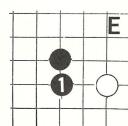
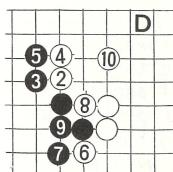
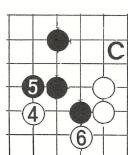
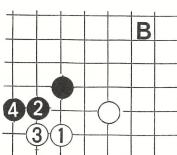
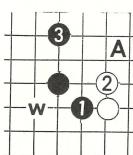
IG-4.11 Sente is good, gote-plus isn't bad, gote is almost tolerable.
Sente-minus is poor, gote-minus is barely better than passing.

Sente moves are not the only good moves of the game. This is clearest in the fuseki, where the occupation of an *oba* (big point) is of fundamental importance. It is not usually sente, but almost as valuable, being gote-plus. The plus is because it will have massive impact on the rest of the game.

Sente and gote-plus are good, but beware of sente-minus. Lusting after sente, many players try to patch weak situations with forcing moves that actually do more harm than good.

Below are 3 discussions of sente operations. The first is the commonly abused *kosumi-tsuke*. The second, *kikashi*, is good sente. The third, *aji-keshi* is sente-minus.

Diagrams 3A-3E



1). Diagram 3A shows the *kosumi-tsuke* (diagonal attach) pattern. *Kosumi-tsuke* B1 prevents White from sliding underneath Black's 4th line stone. Nobi W2 strengthens White's dame and center access. B3 maintains central influence. *Kosumi-tsuke* is one way to prevent Diagram 3B, where White can scoop out lots of Black territory and retain sente (as soon as Black manages to block the intrusion White will be stable and can play elsewhere). The *kosumi-tsuke* does not completely protect the territory, however. The exchange of B1 for W2 in 3A leaves a weakness for Black at w. A White move there threatens the *watari* (connection underneath) shown in 3C. If w threatens other things as well, Black will probably have to allow the *watari*, negating the value of B1. This means White gains from W2 but Black does not gain much from B1. Additionally, you almost never see B1 for W2 in 3A without B3 either already in place or played immediately after W2. Otherwise White can pressure Black with 3D, gaining tremendous central strength. B3 of 3A wards off a White attack and usually outflanks White at the same time. Thus the exchange of B1 for W2 is sente-minus, needing additional protecting moves to complete its task. Otherwise it can be counter-productive, merely strengthening White while giving Black the illusion of security.

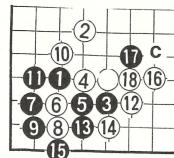
Often the purpose of B1 is not to secure territory, but to hinder White's movement and increase White's commitment to his stones, making them a good target for attack. In such cases, the weakness at w doesn't worry Black; the attack is primary. If Black really wants territory, he must play another move, usually immediately below the *kosumi-tsuke*. Black also has the option of playing B1 of 3E. This gote move protects the territory without forcing White to strengthen himself and without leaving a weakness. It will be gote-plus if White is attackable, and may even become sente if White feels obligated to defend.

2). A *kikashi* move is one which forces a defensive reply. It differs from an ordinary sente move in that it is incidental to the flow of play, and once played it is commonly abandoned. Its job is to act as a hindrance to the opponent in the future. In effect it creates *aji* in sente.

Kikashi are often sente only within a particular "flow of stones". The joseki of Diagram 4 is stable for both players after W16; but, at this point, White will react to the optional kikashi of B17 with W18 to help keep the wall solid, facing both the center and the right side. B17 is used to give Black aji to help reduce the value of this wall later. However, if Black plays B17 later in the game, White might counter with c, or play elsewhere.

3). Kikashi moves are useful, but they are one half of a Jekyll-Hyde pair. Aji keshi moves are the other half. Aji keshi refers to a player's move which uses up his own options without accomplishing anything significant. Typically the move is one of two alternatives which is played before a realistic choice can be made between the two possible lines. Even if it is clear which line of play should eventually be chosen, playing any move prematurely uses up potential ko threats. You never really notice the loss of ko threats until it is too late.

Diagram 4



Continued on next page...

CLUB NOTICES

NEW PORTLAND GO CLUB

Located at: 2424 NE 22nd
Portland OR 97212

Contact: Doug Cable
2922 NE 18th
Portland OR 97212

The Club meets each Tuesday night, with the first Tuesday of the month Beginner's night.

ATLANTA GO NEWS

Mr. Frank Wyse reports there is a Korean Go group in Atlanta meeting at :The Oriental Plaza, 425 Peachtree St., N.E. Atlanta ,GA 30308. They meet the first Saturday afternoon of each month. For more information contact: Mr. Sonny Moon, 1408-A N. Cliff Valley Way Atlanta, GA 30329.

KANSAS UNIVERSITY GO CLUB

The Kansas University Go Club has recently been formed. It met during the school year at the KU student Union on Wednesday evenings. Contact Jim Hlavka, BB316 Bristol Terrace, Lawrence, KS 66044; (913)841-6242 for information.

BRIGHAM YOUNG GO CLUB

The Brigham Young University Atari Go Club meets every other Thursday night at 7PM in room 149 of the JKB building on campus.
Contact: H. Lynn Beus, 2841 N. 700 E., Provo Utah 84601

MASSACHUSETTS GO

There is a new address for the Massachusetts Go Association Club:
94 School St. Cambridge, Mass.
Tel. (617) 547-9453
Contact: Skip Ascheim, 111 Chestnut St., Cambridge, Mass. 02139

BOULDER GO

The University of Colorado Go Group meets on Monday evenings from 6:30 to 11:00 at the University Memorial Center.
Contact: S. Ira Becker, 2555 Juniper Ave., Boulder, Colorado 80302

IG-4.2 "Can this wait? Is it essential?"

To play Go well you must ask yourself the ultimate timing questions: "CAN THIS WAIT?" and "IS THIS ESSENTIAL?". To do so is time consuming because you must challenge everything you do. The questions force you to stop and think, instead of blindly responding. Sometimes you won't know the answer, but other times the answer will be clearly yes or no. For the present, I will apply these questions only to specific moves.

The two questions above are more explicit subquestions of "Should I play this move?". To help arrive at an answer, I have provided some guidelines below. The first three tell you not to make certain moves. The last two tell you whether you should expect to end a situation in sente or gote. This notion of a "par" result is vital in guiding your play. Many times I use it instead of a global count. At present I will discuss "timing/par". Other chapters will discuss other "par" results.

1. DON'T PLAY SMALL GOTE MOVES. Moves not meeting any of the 3 "valuable move" criteria below are small gote and should be deferred until the endgame.

a). IS IT NEEDED FOR URGENT DEFENSE?

PLAY URGENT MOVES BEFORE BIG ONES is an old proverb, and says that even among valuable moves there is a pecking order. Urgent moves are more important than oba. Exponential explosions (explained in IG-1.4 and defined in the last issue) can occur if you fail to heed this advice. Sector Instability (a weak group inside of enemy sector lines, IG-1.4) and Contact Instability (less than 5 dame or dangerous defects, IG-2.1) are two urgent situations. Later chapters will reveal additional ones.

b). DOES IT FACE AN OPEN REGION?

A good move must not only do something now, but aim to do something later. Moves which have no access to the rest of the unplayed board rarely assist the future and should be avoided. DON'T PLAY YOSE MOVES DURING THE FUSEKI OR MIDGAME. Even a 20-point yose profit is small stuff compared to a move which affects the rest of the game. The fuseki and midgame are for sketching and erasing large territorial frameworks, not for completing their ultimate boundaries. While this rule applies to playing the best possible Go, in large handicap games Black should not sneer at gote moves that give him good profit. Black doesn't need perfection to win. Taking profit solidly and keeping out of trouble should suffice for a victory.

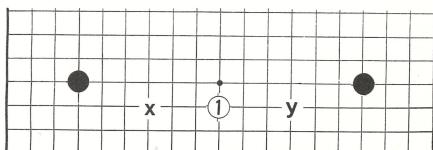
c). DOES IT HAVE IMPORTANT FOLLOW-UPS?

Every move you play must contribute toward the future. HAVE A FOLLOW-UP IN MIND. If you cannot find an interesting follow-up, then look for another move.

2. MIAI GIVES STABILITY. Miao means "seeing together". If your group can be defended in two different ways, then it is safe because the two ways are miao. If your opponent takes one of them, you can still take the other. As long as neither way has any other major significance to either player, then the situation is stable and both players should play elsewhere.

Taking one of two miao points too soon is aji keshi; wait until later events make one of them more important. You must be careful, however. If you are depending upon miao for security and your opponent can involve a miao point in another situation, you are going to suffer a loss. Diagram 5 shows the classic wedging invasion (wariuchi). It is stable because it has extensions to both x and y. It is Black's right to choose which side of W1 to occupy, forcing White to take the other side to maintain stability. Right now there is no clear reason for Black to prefer one side over the other, but later on there may be.

Diagram 5



3. IN THE ENDGAME, THINK FIRST OF NOT ANSWERING, unless you think a group's life might be at stake. The game is ending, so responding to your opponent is probably pure gote, rarely gote-plus. As I illustrated in section 4.1 (Diagram 1), if you respond, your opponent gains. What you should try to do is make a move elsewhere which is comparable to your opponent's move. In this way you can maintain the balance of score.

4. GROUPS LIVE IN GOTE AND DIE IN SENTE.

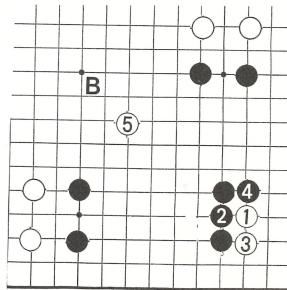
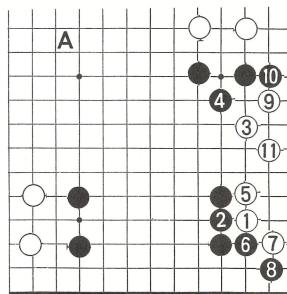
Once a group is alive, there is no reason to continue attacking it. Once it is dead, there is no reason to defend it further. Those obvious statements clue us to useful checks. BE EXTREMELY CAREFUL THAT A DEFENSIVE MOVE AT LEAST THREATENS TO MAINTAIN LIFE. Dying in gote is HORRIBLE! When trying to live, seek out your attacker's weak points. Try to end up with sente (don't expect to succeed), or have at least a follow-up (gote-plus). AVOID PURE GOTE LIFE, at least until the late midgame. If you get forced into it, you probably made some earlier mistake. As the attacker you must be cautious not to play too aggressively. It is easy to become overextended playing to kill, and this frequently results in the group gaining life in sente.

5. INVASION LOSES SENTE, KESHI KEEPS IT.

By definition, an invasion creates a weak unstable group within enemy sector lines. Keshi, a reducing move played outside of enemy sector lines, leaves a weak group that cannot easily or profitably be attacked. In Diagram 6A White chooses to invade and acquires life in gote with the sequence thru W11. In Diagram 6B White settles for the keshi of W5, and since Black's territory is wide open to further encroachment (and a later ko in the corner), Black will have to defend further. White can then take sente because W5 is outside of Black's sector lines and cannot be easily attacked. (W1 in both cases is a probe from the "MOYO-REDUCTION PROBE" to be discussed below).

Whether to invade or to play keshi depends on the global situation. Invasions destroy lots of territory, but in gote. Keshi reduces territory a smaller amount, but in sente. One of the big costs of invading is the tremendous walls you give your opponent. If these walls can be used profitably, they may give him more territory later than your invasion currently destroys. Before the board is fully sketched out, almost any wall can be used, so invading is a hazardous operation. Don't invade until the fuseki is near an end. The two exceptions to the general rule of gote invasions are invasions at the 3-3 point under a hoshi stone and invasions which create a weak enemy group. These may well live in sente, and have tremendous value.

Diagram 6A-6B



Continued on next page...

WANTED/FOR SALE

Wanted to Buy: Out-of-print Go books, pamphlets, and magazines in reasonable condition. Send description and price to Anton Ninno, 562 Clarendon St., Syracuse, N.Y. 13210. Or would like to xerox your unusual or out-of-print item if not for sale. All correspondence answered promptly.

Wanted to Buy: Copies of Eio Sakata's Modern Joseki and Fuseki, Vol 1&2. Contact: Empty Sky Go Club/ 1413 South Ave/ Rochester, N.Y. 14620

IG-4.3 Probe: "a slender, blunt surgical instrument for exploring a wound"

Ah! The images that definition conjures up. Probes are sadistic tools in the hands of stronger players. The weaker player often reacts to a probe without realizing the implications of his response. In effect, he twitches at random while his opponent plays everywhere, getting everything.

Probes (Yosu-miru) can help you decide how to infiltrate an enemy position, optimize a move already decided upon or link together two independent operations. Probes are like kikashi except that there is only a single plausible reply to a kikashi while a probe forces a choice among many. Probes commit your opponent to a line of play, often before he can know its true value. They give him maximum opportunity to make a mistake, but being just a single stone, a probe is easy to abandon if the response is unfavorable. Even when abandoned the probe may retain a spark of life (aji).

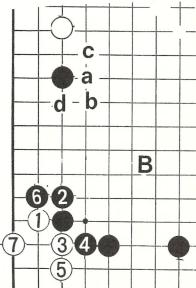
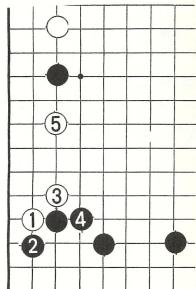
Probes can be used to handle many situations where you have no clear objective in mind, in which case there are few timing considerations involved. When a probe is a part of an overall plan, however, timing can become critical. Here are two such plans.

The first plan, the MOYO-REDUCTION PROBE, is used when you are contemplating reducing a large moyo from the outside. Once you have forced your opponent to reinforce his outside stones, there will be little hope of a successful invasion. So just prior to the outside attack, you probe with an invasion to see what he will do. This invasion must threaten to make life without too much trouble, otherwise he will just swallow your stone by securing the outside anyway. The shimari (corner enclosure) probe is a good example. In response to the W1 probe in Diagram 7A, Black must choose between keeping his corner and letting White outside (7A) or protecting his outside and letting White live easily in the corner (7B).

The probe is played on or near a boundary between two territory sectors, forcing the opponent to choose which sector to secure and which to leave open. If Black elects to keep the corner (7A), White can proceed to live on the outside using W1 and W3 as kikashi. White will probably do this immediately because his group faces the outside and can assist future developments. If Black chooses to emphasize the outside (7B), White will probably abandon W1 for the moment and reduce the value of Black's outside potential (e.g., Wa-Bb-Wc-Bd). The corner may be ignored temporarily. It was Black's corner to begin with, and B2 indicates that Black prefers the outside to the corner. So Black will be in no hurry to spend another move to take it back. To play W3-W7 and save the corner is pure gote yose, having no outside impact.

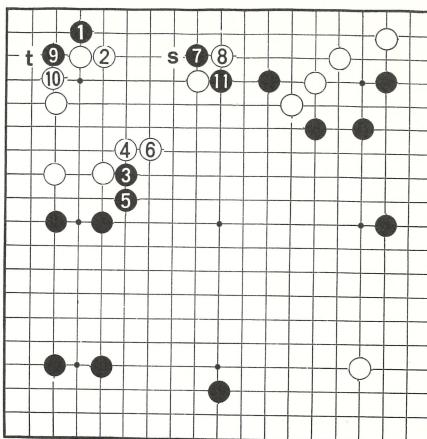
I am not going to show you various shimari probe joseki. Strategic Concepts of Go by Nagahara has a good chapter on that. I will focus on the timing decision process. Here is an example of a shimari probe and its timing from one of my games.

Diagrams 7A-7B



The focal point going into the midgame was the development of each player's moyo. It was my turn as Black, and the place to develop my moyo while reducing White's was at 3. First I made the B1 probe, making my opponent choose between letting me live in the corner, or forcing me outside. I didn't really want to go outside, and if he had protected the corner I might have abandoned B1. But W2 emphasized his outside moyo. Perfect! B3 & 5 became worth more than they were prior to B1 and B1 was not yet dead. If I had played B3 & 5 before B1, White would push B1 toward the newly-reinforce outside, and I would have had tough time saving it. B7 was another probe. Before abandoning the area completely, I wanted to test my opponent. Even though he was also a 5-dan, players have different strengths and weaknesses. It cost me nothing to try and provoke a mistake on his part. Sure enough, my opponent played the inside hane with W8. He should have played the outside hane at s instead. Now I wanted to continue the fighting around B7. I was planning to sacrifice B7, which should make White strong locally. Since there were still 2 joseki paths in the corner, I needed to fix the corner further. B9 forced White to a decision, and W10 elected to keep B1 contained. If W10 had been at t, my stones would have been forced to the outside (which is what White should have done). With B1 & 9 safely isolated, I resumed the outside fight with B11. The B1 corner was neither dead nor alive. Settling its fate was pure gote, so it would linger until the late midgame. When it became the most valuable area of play, whoever had sente would finally settle the matter. Complex timing frequently exhibits the back-and-forth behavior shown above, as a player tries to optimize the interactions of several areas simultaneously.

Diagram 8



Continued on next page...

CHICAGO GO CLUB

The AGA has learned that go players meet at the No Exit Cafe 7001 N. Glenwood in Chicago. The organizers are Rich Crandall and Wayne Cobb, but no contact address is available. Chicago players-join up-let the AGA know what's happening!

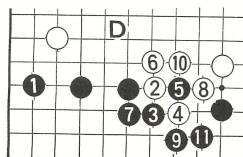
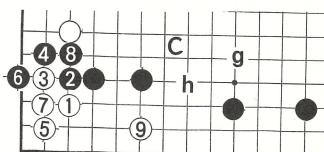
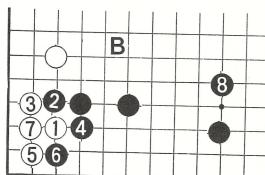
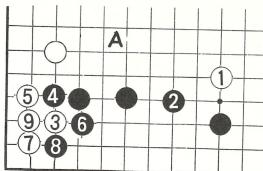
BALTIMORE GO CLUB'S NEW IDEA

A monthly winner-take-all tournament! A handicap AGA event, all games rated. Entry fee: \$2.00 . Winner take all (e.g. 10 players=\$20.00 prize). Second Sunday of each month, beginning June 11th. Starting time: 2PM at Levering Hall, J.H.U.

The second probe plan is the opposite of the first one, with the outside attack coming before the invasion. The CAP & SAN-SAN PROBE, shown in Diagram 9A, applies only to san-san invasions. The purpose of capping with W1 is to reduce Black's scale of territory formation prior to invading at san-san. Since san-san invasions live so easily, allowing Black outside reinforcement is no danger. Assuming Black defends his territory with B2 or something similar, suddenly stealing a good hunk of it with W3 is ideal and W1 becomes a good kikashi. If White invades first as in 9B, he may lose his chance to cap (although White gets sente instead). In 9C it is even clearer how a Wg for Bh exchange prior to invading would favor White. If White caps with g after the invasion, Black is not likely to cooperate with h.

If, before invading, White caps and Black does not defend his territory, White should not be in a rush to invade. Instead he should take sente elsewhere. If Black secures the corner before White returns to invade, White can always use the cap as a base for safely reducing the territory where it is still exposed. The cap makes the sequence of 9D feasible for White. A Black attempt to resist with 7 at 10 is even worse for Black, due to the presence of the cap. (B7 at 10, W at 7 and after Black's atari-save, W at 9. Black is then powerless to prevent W4 from connecting to the cap and B5 is isolated.)

Diagrams 9A-9D



Continued on next page..

GO World

A bimonthly magazine covering the Japanese Go scene with games from the top tournaments, reporting major Go events throughout the world, and offering comprehensive instructional articles for both weaker and advanced players on new joseki, original handicap tactics, end-game, etc. Subscribe with The Ishi Press, Inc, CPO Box 2126, Tokyo, Japan. Annual rates (6 issues): Seemail: \$19.50, Airmail: \$27.50. Single issues: \$3.25. Back issues available from issue #1.



IG-4.4

5-Dan timing defeats 6-Dan tactics.

Here is one of my games against Ann Arbor's strongest player. I always take Black. Our games generally last 30-45 minutes.

W8/B9: Here is a simple example of miai. A double-wing formation (a corner enclosure extended on both sides) is valuable. To limit your opponent's territory growth you will do best to prevent him from acquiring the 2nd wing. W8 forces Black to move in the North, which in turn forces White to move in the East, which in turn forces Black to move in the South.

W12: Now what? W12 demands some kind of defense of B11. Running out with an ikken-tobi is common (following the rule "Don't get enclosed"). If I were playing a weaker player, I would be happy to do so, aiming to attack W12. But

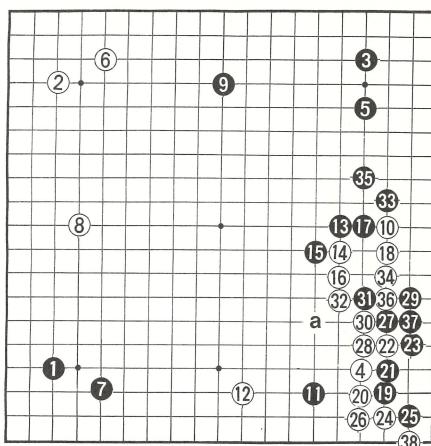
since my opponent is stronger (by one rank), I was uncomfortable with it. Sacrificing single stones like W12 is easy, and I could envision ending up with the short end of the stick. The next idea was to invade at the 3-3 point (B19), a common enough way to dodge the issue. But with my sector "style", I prefer control of the outside. If I invade and live in the corner, my opponent gets outside thickness for my profit. Finally B13 occurred to me. It is a great outside move, having nice sector line relations to my NE position. I should have thought of it immediately, as the CAP & SAN-SAN probe, but I hadn't yet planned to invade. Once I decided upon the cap, the invasion became automatic. Things went smoothly until I made a tactical timing mistake with B23, which should have been at 26. 26 is my sente and gives me easy, profitable life. I carelessly assumed I could play the hanes in either order. Instead of responding to B23, W24 occupies a vital point and makes my life more difficult.

B33: This threatened to push between W14&W18 and cut off White's stones. W34 blocked this, but for B35 I invoked the master timing questions.

B35 at 36 was the obvious response. Why did I ask: "Is this essential?" and "Can it wait?"? B at 36 would be my first inside play not directly needed for life. Since it flunked the first two "valuable move?" tests ("urgent move?" and "open region?"), which I apply rapidly to all early moves of a game, I didn't play it reflexively. I had to determine if it flunked the 3rd test ("important follow-ups?"), which could take some reading. First I asked "Can it wait?" because, if it could, I would defer the problem. Later play might make my decision irrelevant. It couldn't wait. If White played at 36, B37 would be essential for life, so I had to decide immediately. If it had no important follow-ups then I would treat it as small gote. I do not expect you to be able to judge this move, and I would not complain if you merely reacted with B at 36 immediately (but I HATE to play the obvious reply). I am going to show you how I analyzed this area in detail.

White has a defect (next to a), but if I save 31 to maintain that defect, I still can't cut. I can peep, and perhaps try to save B11, but the cut is not an urgent danger to White. He might take sente (after I save B31) and immediately attack my defect next to B33. While I would

Game Record 1 (1-38)



like to plan a rescue attempt for B11, it is foolish right now. My invasion of the 3-3 point with B19 is part of a joseki which abandons B11 ("dead stones are stable"). It is so heavily outnumbered (about 7:1) that trying to save it would be disasterous without reinforcements. I must reluctantly abandon B11 for the moment, and since the only value of White's defect is in rescuing B11, saving B31 to maintain the defect isn't essential. The B33 cluster of stones is contact unstable. Since they bound my moyo, I solidified them with B35.

That's a complex analysis, but it didn't take much time, so the pause between the placing of B33 and B35 wasn't long. Reading out all variations of a complex tactical question takes much longer. All this analysis was generated by the fact that protecting at B36 was an inside play I didn't need for life. That triggered the master timing questions "Can it wait?" (no, it's his immediate sente) and "Is it essential?" (no, the only use of B31 is to create a White defect next to *a*, and that defect is not important). I sacrificed B31 and made my outside stones stable. Since B35 faced an open region, it passed the "valuable move?" tests (it has future effect).

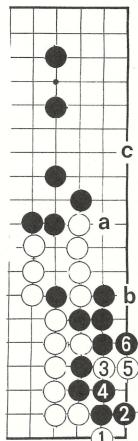
W38: This seems to be a mistake in timing. If I said that there was nothing urgent about playing here, you'd probably agree immediately and question White's 6-Dan rating. Black cannot play here in sente, so White can play here anytime. W38 seems to be aji keshi, destroying a big ko threat. I consider W38 to be a mistake, but suspend your criticism of White until after you've read this entire section.

Just because White shouldn't have played W38 doesn't mean I don't have to respond (aji keshi moves by one's opponent are often, if not always, sente). But my response will be pure gote life, since White is too strong to attack. This predicament was caused by B23. At this point in the game I was willing to settle for gote life. This is an example of "par-value" thinking. The normal expectation for my 3-3 point invasion is that it will live in sente. Since I had recognized B23 as a mistake, I had to debit my local expectation. While I live in unredeemed gote, I have no reason to expect anything better. Without a good reason, I wouldn't spend much time looking for clever ways to avoid gote. First I had to read out whether or not there was a problem with making life (see Diagram 10). In the process I discovered that even if I answered, White would have a double-barreled forcing move at *a*. *a* threatens both *b*, killing the corner, and *c*, a large sente yose play. Saving my corner wasn't just gote, it was GOTE-MINUS! Alarm bells rang loudly. Do something!

Now I have a reason for working harder. If I play to live, White will extend west from W12 to use his wall. My life, and his extension, are miai. If I stop his extension, he will have to kill me. W38 is a worthless move by itself. Its value lies only in its follow-up. His killing me will be large, but after he does so a play to the right of B33 is my sente (threatening a watari) and helps defend against an invasion in the NE. I also will have an extension on the South edge. Is it a good trade? I computed that the loss of my group would be worth about 30 points, or 15 points each for W38 and its follow-up. If I saved my group, I would lose about 15 points in the NE, and White would gain at least that much by extending west. Sayonara group!

Locally, sacrificing the group seemed better than saving it. But White gets a lot of secure territory. Should the result of this SE battle, an outgrowth of B23 and W38, give White the game? Surprisingly, I believe the local result favored Black, and gave me the game. How I compute this will be discussed next issue. I consider W38 to be the game-losing move, but my opponent

Diagram 10



was not as careless as it appears. He was not just playing a stupid aji-keshi move, and it is only fair that I explain his thinking.

He believed (and still does) that I could not afford to sacrifice my group. This is a matter of judgement, and counting on this scale this early is difficult. If you assume that I cannot sacrifice, then his play is reasonable. Since my life is at stake after he plays first and my playing first has no impact on him, he should be able to play here anytime. This would imply that his move was aji-keshi. But his move was not unreasonable. It is a Sente(him)/Gote(me) yose which is tremendously valuable. Not only is a large shift of Black SE corner profit involved, but also the sente monkey jump in the NE that I mentioned in Diagram 10. To simplify the mental load of remembering situations like this one, that threaten to kill big groups while making large profit, it is common to play them out immediately. This protects against forgetfulness. It is also possible that, as a result of a criticle battle in the late midgame, I would end up with sente and get back here first. W38 takes profit in hand. While he loses a ko threat, he still has several left against my group, so losing this pivotal move as a threat is not too serious. In short, if I must save my group then W38 was ok. If I can afford to sacrifice my stones then W38 was premature (any professional comments on this sacrifice would be welcome).

Continued on next page...

WHICHITA STATE UNIVERSITY

Jerry Walker is running a free weekly course in Go at the University. The first meet was Monday, April 24th. Contact him at home (316)684-6609 or work (316) 687-5226. He says, "Bring equipment if you have it, but come anyway if not."

NO. VA. GO CLUB

The No.Va. Go Club meets Monday evenings at the Woodrow Wilson library in Falls Church, Virginia. Call Jim Cho 941-6043 for details.

NEW DALLAS COUNTY GO CIRCLE LOCATION

The Dallas County Go Circle has found a fine new home at Deborah Wondrak's Backgammon & Games. Deborah's new store is located at 5521 Greenville, Dallas, right across from Old Town, and is the backgammon center of Dallas. She carries a fine line of games and books, and is developing a coklection of Go items.

The club meets every Thursday evening till 10:00 PM, or so, at which time play moves up the street a few doors to The Pawn Shop Restaurant and Bar, where board-game rooms are available.

Also helping out is Swensen's Ice Cream Factory, owned by Ohl and Rider, who donate free coffee, tea, and soft drinks to members on meeting nights.

For further information about the go club, phone Mike at 369-4414 or 276-2179, or write: Dallas County Go Circle

c/o Michael Ohl
1405 Davis Blvd.
Garland, TX 75042

A quick score count after W50 reveals that White has 105 points claimed (Enclosed--SE:46 N:20 W:6, Potential--W:30 SE:3). Black has claimed 100 points (Enclosed--SW:12 NE:25, Potential--N:48 S:15). Most of Black's potentials verge on being enclosed. Black has better influence and White's West group is weak. This and sente more than compensated for my small territory deficit. I felt I was leading.

B51: The game gets hectic as a result of this mistake. (Why it's a mistake will be shown shortly.) It was intended as a shimari probe. I wanted to neutralize some White territory, but capping at a would have been better. *a* blocks

White from expanding, and stakes out a massive potential inside the dashed sector lines.

W52: This caught me by surprise. I didn't know how he would react, but I was assuming some kind of contact defense. If I had liked his response I would have developed B51 further. Otherwise B51 could be treated as a kikashi. But White is correctly following "Counter-Sabaki" rules (to be covered in another chapter), and things were getting sticky. Since W52 was played outside to engulf B51, B51 cannot be considered a kikashi. A kikashi must create *aji* without paying too high a price. W52 is an outside gain for White, and if I abandon B51 I will have accomplished nothing. Paying something for nothing is bad, but to commit myself to an attempt to recover my investment could be worse. The first line of play I examined was the contact follow-up shown in Diagram 11. My shimari probe had neglected to take into account White's two Δ stones. Without them, White's shimari would be weak after B7, and that would make stabilizing my group easier. With them, I was committed to a long, eyeless struggle which would have me running toward my own moyo, and I might lose it under White's chasing attack. Running toward the center was the last thing I wanted to do, so I considered abandoning my invasion. Despite the 51/52 exchange becoming a loss, I had previously computed that giving White the whole NW area would make us even.

Here began a lengthy series of probes. I was trying to find a graceful exit from a bad situation. If my moves 53-63 had worked, I would have compared them to a butterfly flitting back and forth in search of nectar. Since I eventually misplayed, I will compare them to a drunkard who staggers (successfully) down a flight of steps and misses the last one! B53 was another probe. After W54, 64 became a vital point, aiming to capture the W54 string. Since I wanted 64, I tried to involve it in two different operations. This is an example of trying to link two failing operations to gain one successful one by means of a probe. B55 was a probe which aims to live on its own right, and make 64 an atari or part of a *watari* to B55. W56 committed White to defending the side, and B57/W58 committed him in the corner. I was trying to maintain equal pressure in both areas, so that I could get maximum effect from a dual-play at 64.

Game Record 2 (39-69)

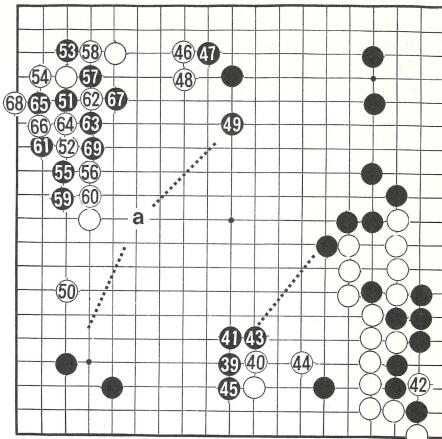
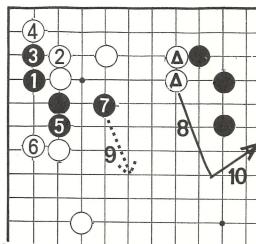


Diagram 11



B63: Having gone to all this work, I then bombed the entire operation tactically, never even noticing White's option to grab 64. B63 must be at 64 now. My initial probe was wiped out without compensation, but I naturally retained sente ("die in sente").

B71: This salvages a minimal profit. The cap at a has lost some value, but it might still be a better choice.

W76: A critical timing error, redeeming my position. Having just done so well, White got careless. This move was not essential. White casually expected me to respond above 78, but that was small gote. W76 should be at 79, forcing Black to connect everything to the corner in gote. With his solid wall White could then neutralized my SW potential with impunity. Instead White is forced to exchange W78/B79 or lose sente. But B79 is a valuable contact pivot, with sector lines aiming on a large moyo again.

W80: This probe is too late. By now I know what I want. B81 aims at everything. I have no intention of letting White get out, or live in the corner. Things have been so busy that White never had a good opportunity to play this probe earlier.

W82: White made a drastic mistake here. He thought he was ahead (he's not). Hence he began to run the game to a peaceful conclusion. What he could do to steal a win is unclear, but he must start something complicated.

When the score was counted, my opponent was shocked to find me leading by more than 20 points. This, despite my tactical destruction in the West and large group loss in the SE. I won because of the timing errors of my opponent. W38 gave me a chance to fix my B23 error. W76 enabled me to acquire 79 as a gote-plus pivot move. W80 was too late to be of any use. It's not necessarily what you play, but when you play it.

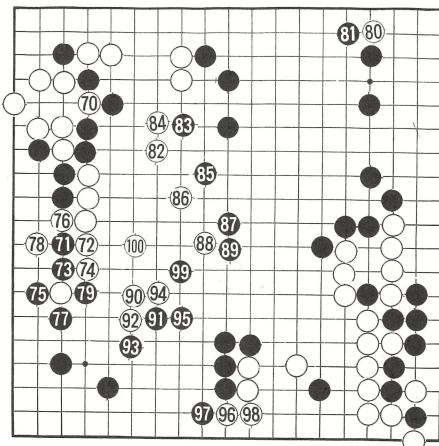
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A Footnote to "GO PALS IN CLEVELAND" from AGJ 13:2

Ed.: At the end of the article- the author referred to a scroll given to Noble Carlson by Iwamoto Kaoru, 9 dan. It was translated as "Minute Moves in Tranquility." I asked for more information on its meaning.

Noble Carlson answered: "Iwamoto had translated his (own) scroll as: 'To foresee the opportunity for rest during movement'... I imagined (it) to be a caution to me to escape via Go despite the demands of business, but it could have been a reference to my cheeky play (though I doubt it) when he played about ten of us simultaneously. Perhaps he referred to the statis/growth tension in Go. It could also be a poetic allusion to calm in the hot contest of Go - or life.... who knows? Several Japanese who saw the scroll were fuzzy about its meaning, and commented that such things were usually meant to be amorphous and subject to the reader... quite Zenlike."

Game Record 3 (70-100)



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The beginner at GO may be beset by doubts regarding what lies ahead. How much will he have to learn in order to become proficient? How difficult will it be? How long should it take? Does he have the capacity? The desire? The opportunity? The time? And will it all be worth the effort in the end? These feelings are perfectly natural, and should not be cause for concern. They are the same doubts that beset any traveller embarking upon a journey into an unknown territory.

In order to ease the beginner's path to learning and enjoying GO, a brief survey of the road ahead will prove helpful. It may be likened to the view of a mountain path from the perspective of the top of the mountain. All of the hairpin turns and dead ends are made visible in a way which is impossible when looking up from the bottom. At the same time the true length and difficulty of the path is also made visible, and this may be discouraging to some. The situation is analogous to that of a child starting school in the first grade. If he could look ahead to the years of effort required to earn his High School Diploma, BS, MS, and perhaps PhD, he might be tempted to give up. But, if the student takes each step as it comes at his own pace, then he smoothly and inevitably finds his own level. Just as not all students go on to college, all GO players do not become Dans (masters). Yet, even those who peak at some lesser level of proficiency can enjoy the beauty, pleasure, and challenge of GO.

There have been cases of players who have progressed from complete neophyte to amateur Shodan in the course of a single year, including one 5 year-old girl! But this is rare, requiring an unusual combination of natural talent for the game and dedication. A much slower rate of progress is more common, but almost anyone can expect to reach the 5-7 Kyu level within 12 months if they apply themselves properly. Beyond this point prediction is difficult, and progress is a highly individual matter. The levels of probable playing strength at each significant stage of development which are stated below should be understood to be only approximate indications. Different individuals will reach these points earlier or later, but in general the ordering of the events will remain as given.

GO is a game of surprising contrasts and infinite depth which has a basic structure simple enough for a child to comprehend, but which generates complexities sufficient to challenge a mastermind. Just as one should not reasonably expect to solve Calculus problems before he has mastered Arithmetic and Algebra, so should one not expect to play reasonably sophisticated GO until he has thoroughly mastered Joseki (corner plays) and the basic concepts of Katachi (form) and Tesuji (skillful, highly efficient plays). Although many beginners recognize these facts, they are often uncertain as to how best to proceed in acquiring those skills. The following is designed to answer that question.

Let's begin by describing the stages of development of the typical GO player. We will assume some contact with stronger and more experienced players. The first step is learning the mechanics of play, such as counting liberties, atari, capture, the rule of KO, etc. This is like learning a new language or the rudiments of any new skill, and is a necessary prerequisite which we will assume each person can readily

accomplish. The critical next stage may be marked by total confusion, and and is the point at which the faint-hearted will quit. The board seems vast, you have no idea where to play your stones, can't see your opponent's threats, often can't tell if your men are alive or dead, and don't even recognize when the game is over. If you have some talent for GO, a good instructor, and/or study diligently, this crucial stage may be gotten over in from 2 to 10 games, although for some it takes longer. If you play the first few of these games on a reduced board, such as 13x13 lines, it will prove exceedingly helpful in speeding up this process. When you emerge from this state you are a bona fide GO player, although still the rankest of beginners, and it is at this moment that your real learning begins.

From this point on, your rate of progress will be determined solely by three factors - your talent, the intensity of your desire (as evidenced by study and play), and the calibre of the opposition which you can hone your skills against. Here again, the signposts of your progress are significant. You will usually begin by taking Black with a large handicap in every game, and at first it will seem that White is perpetually cutting your positions to ribbons. As you learn handicap Joseki and slowly but steadily become able to create safe and solid groups, you will reduce this handicap until suddenly it seems that you can improve no further. This will represent the limits of a purely defensive game, at your then current skill level. At this time you may be between 9 and 15 Kyu, depending upon the calibre of the opposition you have been meeting. To progress further, it will be necessary to drop your purely defensive posture and to become more aggressive, but in so doing you will now begin to lose again at handicaps at which you were earlier winning easily! It is essential that you persist in this attempt to increase your aggressiveness and temporarily ignore the results, until you master your new style. This requires a more thorough study of handicap Fuseki, and a better understanding of Yose. When you succeed you will probably be about 7 to 9 Kyu, and ready for the most traumatic step of all - playing White for the first time.

In some ways, beginners who learn without benefit of extensive contact with strong players have the advantage that they usually play White early in their careers, and therefore develop no psychological barriers. But this is more than offset by the fact that they also learn many things that "ain't so", and which will later have to be unlearned when they encounter more sophisticated opposition. In contrast, the beginner who has had extensive experience with taking large handicaps from strong players has little to unlearn, but has the subconscious barrier of role reversal to overcome. The trick in learning to play White against a large handicap is to plunge in with confidence, strike at the vital points, and try always to recall how White used to play against you. Some few players take to this quite naturally and only play their best games under these conditions, but most of us have to learn to adapt. From this moment on, and until you have mastered the art, each time you play Black against a stronger player you should school yourself to follow White's plays even more carefully than your own, and make mental notes for your later use when you play White. Successful negotiation of this stage should reduce your handicap by 2 to 3 stones, leaving you at perhaps 4 to 7 Kyu.

The last great watershed in your development is extensive even-game (i.e. non-handicap) play. It may seem strange, but even at a large GO club with many members even game play is quite rare except among the highest ranked Dans. Thus, it will require a special effort on your part to acquire this skill. Extensive study of even-game Joseki and

Fuseki are essential in this effort. Your first introduction to even game Joseki will probably come in games in which you are Black and take a handicap of 3 stones or less. However, there is still a large difference in the Fuseki (overall strategy) between this and a non-handicap situation which should not be minimized. In an even game, the balance between aggression and defensiveness should be exact and your opposition at precisely your own skill level, so that it provides the ultimate challenge. This is a stage you will never outgrow, although the calibre of your opposition will continue to improve as you do.

Now that we've described the road on which you'll travel, the natural next question concerns the best method to use to traverse it. That is, what material should be learned, and in what order. Formal study is a necessary adjunct to over-the-board experience because only a genius can be expected to reach the higher levels of GO proficiency totally on his own, even with extensive practice. A minimal amount of study is absolutely essential for everyone, and there is no practical upper limit to the return you can receive from increased effort in this direction. Let your interest and inclination be your guide. The following will briefly describe the material currently available in print.

The total sum of GO tutorial literature in English at the present time consists of fewer than 20 major books, so that any really dedicated student of the game should be able to read them all. As might be expected, these books are of widely differing content, level of sophistication, and readability, so that the order in which they are approached is of great importance. Several of the titles which are of great value to the more advanced student are very hard to read because they have been translated from the Japanese. Any beginner happening upon these before he has read the simpler texts might easily be permanently discouraged, so please be careful. The most important of the available titles are reviewed briefly, hereafter.

Iwamoto's "GO For Beginners" and Takagawa's "How to Play GO" make the best starting points for any new player. Takagawa is simpler, but doesn't cover as much material. Both cover the rudiments well, are easy to read, and are written by former World Champions. Smith's "The Game of GO" is a very old book which provides much of the flavor of GO in Japan in the late 19th Century. It's obviously dated in many ways, but is still worth reading since it contains much solid material. Smith wasn't a very strong player, so some of his annotations of the games in the text miss fairly obvious lines of play, and this should be borne in mind. Edward Lasker's "GO and GO-Moku" is a decidedly inferior effort, and should be avoided. The reprint of Korschelt's 1887 book is of mainly historical interest.

Once you have absorbed the rudiments contained in any one of these introductory texts you are ready to embark upon your real learning. Fortunately, there are now available the splendid Ishi Press "Elementary GO Series" books which provide extremely lucid introductions to all of the major aspects of GO. The easiest of these is "In the Beginning" by Ishigure, which covers the methods and principles of opening play. Next, "Basic Techniques of GO" by Haruyama and Nagahara introduces many of the major concepts and playing methods of GO. The major caution here is to read the introduction and then skip on to chapters 2-5, covering chapter 1 and 6 last, since they are much more difficult. Your first time through, you will inevitably and needlessly find yourself "snowed" by the meticulously detailed analyses.

"Strategic Concepts of GO" by Nagahara is a beautiful book, which reads like a novel. All you need get from it is a broad understanding of each of the concepts described, and it will automatically increase your playing strength.

The "bible" of GO players is succinctly summarized in "38 Basic Joseki", which provides a brief overview of most of the more important Joseki (analyzed sequences of corner plays). When reading this book, you should not attempt to memorize the individual sequences. Rather, your emphasis should be on the shape of the stones played and on the reasons for each move. Approached in this manner your overall understanding will grow rapidly, as will your ability to translate the major ideas of shape inherent in the Joseki plays to other phases of the game. More complete exposition of Joseki is provided by the new three (3) volume Joseki Dictionary by Ishida, which presents an exhaustive analysis of all of the major Joseki variations by a World Champion. This will be of interest mainly to the serious student who is determined to reach master status, but for him it is de rigeur.

The tactics of GO are covered in such books as "Tesuji" by James Davies, "GO Proverbs Illustrated" by Segoe, the three (3) volume "Studies in Tsume GO" (in Japanese) by Maeda, "Attack and Defense", and "Life and Death", and the thirteen (13) volumes of "GO Super Books" (in Japanese). The "Endgame in GO" amplifies the material in chapter 6 of "Basic Techniques" in covering this vital area. Out of print, but marvelous for the serious student, is the two (2) volume "Modern Joseki and Fuseki" by Sakata. If you desire a real understanding of why to select a particular Joseki in the context of a given even game Fuseki, these volumes are incomparable. Unfortunately, they are also very difficult to follow, and are therefore distinctly not for beginners or even the average modestly proficient player. But when the time arrives that you really want to get your Shodan diploma, these two volumes will provide the insights which can carry you over that barrier. "The Middle Game of GO" by Sakata is a follow-up to "Modern Joseki and Fuseki" which can (and should) be read in its own right. In this unique study, the author takes a number of the early middle-games developed in the earlier volumes and analyzes the methods used by master players in reducing the large territories which were built up in those openings. Sakata analyzes all of the possible methods which might be used to reduce or invade each type of moyo (large potential territory), and then explains the circumstances under which each would or would not be appropriate. To say that this is of practical utility in everyday play is a gross understatement. Along somewhat the same lines but in a much less organized fashion is "The Vital Points of GO" by Takagawa. This book can provide some insights, but it isn't in the same class as Sakata's. Finally, there is "The 1971 Honinbo Tournament" by Iwamoto, which analyzes each of the games played by Ishida in his win of that event. What makes this volume unique is the almost unbelievable depth of the analysis provided, to the degree that everything that happens in each game is clear, even to a weak player. This is something which has never been done before in English, and is of much greater value to the serious student than the game analyses in such journals as Go Review or the American Go Journal.

The amount of material listed above may appear formidable, and it is if you try to digest it all at once. Taken step-by-step as your skill improves and your interest grows, it can be quite manageable as well as pleasurable. Almost with every page of each book you will discover new insights, and it is this continuing series of intellectual rewards which will draw you ever onward and upward to the higher skill levels that most GO players only dream about. Truly, getting there is half the fun, and I only hope that you enjoy the journey as much as I did.

18 HINTS TO IMPROVE YOUR SUJI

by Masubuchi

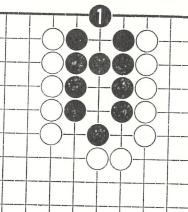
HINT NO. 16: EFFICIENCY OF STONES

DIAG A. B1 is not good. Survival is not all that counts.

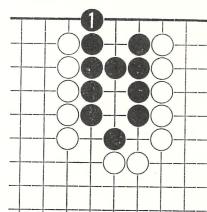
DIAG B. B1 is correct. Look to leave something for later. The efficiency of a stone (how well it accomplishes its aim and/or how much else it also accomplishes) is important.

Ultimately, the game of Go is a contest of efficiency of stones. So long as both sides are playing 100% effective stones, the game is well-balanced. But each time one side plays a less-than-100% move, the balance breaks down. Fuseki, joseki, tesuji, etc. -- every principle is based on the effectiveness of stones placed.

In order to find the most effective play, you have to look at the entire board and grasp the meaning of the particular formations. When you lose your cool, you are likely to forget the efficiency of stones.



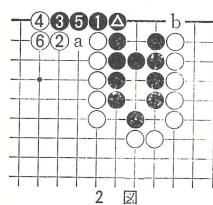
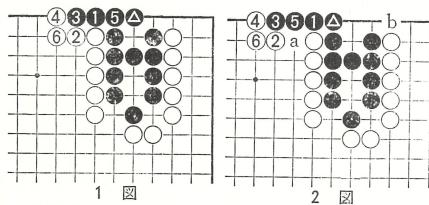
Diag A



Diag B

Watch out!

Diag 1 (THAT'S ALL). This mistake comes from being too anxious just to survive. With BΔ this group is secure, alright; but when it comes to the yose (endgame), all you can hope for is B1 to W6. Compare this with the next diagram: the effectiveness is obvious.



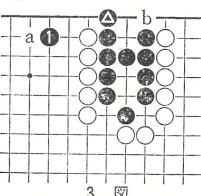
2 図

Diag 2 (BETTER). This BΔ also

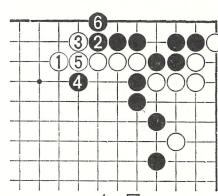
guarantees life. In addition, you can expect B1 to W6 in the yose. Since a is also B's sente, W's territory is smaller than before by 3 points. Of course, the yose on the other side (at b) is less, but there is a net gain of two points compared to Diag 1.

Diag 3 (AJI). The preceding diagrams show what happens in yose. Depending on the situation, it is possible to play kikashi at B1 or at a. Such a possibility is an asset. BΔ does not just survive but creates far more aji than B1 in Diag A.

Diag 4 (JOSEKI). In this joseki, kikashi B4 before living at 6 is standard. The preceding example should



3 図

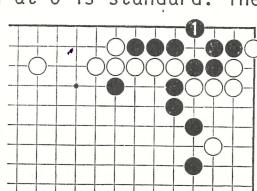
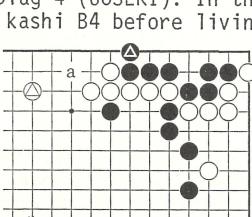


4 図

indicate why B lives at 6.

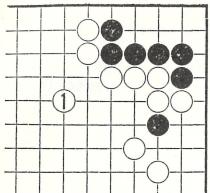
Diag 5 (EFFECTIVENESS). In this form, even after WΔ, B can still aim at a. BΔ is very effective.

Diag 6 (NO GOOD). It is poor style to live at B1. It is inefficient. Even if you have a hard time living,



6 図

it's a good idea to have room in your mind for other, future considerations.

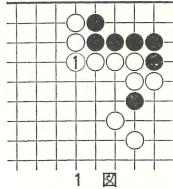


Diag C

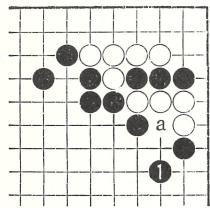
DIAG C. To protect the cut, W1 is an effective connection.

Diag 1 (SOLID). W1 is solid but its influence toward the center is inferior. You can't say it is a bad play; it does have good aji.

In a game it is sometimes very difficult to choose between a solid play and an effective play. You have to decide by looking at the over-all situation.



1 図

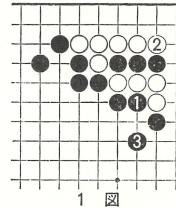


Diag D

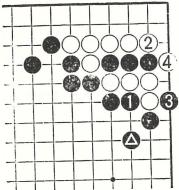
DIAG D. Correct katachi (shape) in this case is to play B1 without playing a. This, too, is a matter of efficiency.

Diag 1 (WASTE). If you play B1&3, the shape becomes fixed and you have wasted one ko threat. Don't regard losing one ko threat lightly; it might decide the game. All of the

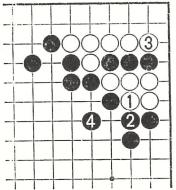
consequences of the moves you make are important.



1 図



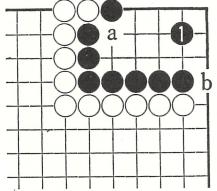
2 図



3 図

likes; W is unlikely to get to W1 first.

Diag 4 (INEFFECTIVE). B1 is ineffective. There are still two ko threats, but B's shape after they are played will be bad.



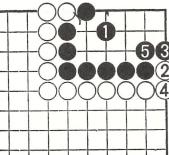
Diag E

DIAG E. B1 makes Wb gote as well as protecting the cut at a. This is efficient play.

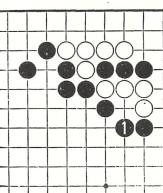
Even in yose you can't neglect efficiency. In fact, in yose it shows in definite point gains. B1 "kills two birds with one stone."

Diag 1 (RIGHT AWAY).

If you protect at B1, then W will

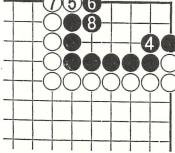


1 図



4 図

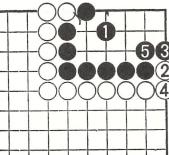
play W2 & 4 right away with sente. This is a big loss; you could lose the game with this.



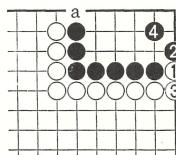
3 図

Diag 2 (EASY). If W plays hanetsugi from this side, it is easy for B. With B4, W loses the sente yose at a. It is important not let your concentration become slack even in yose; in fact, especially in yose.

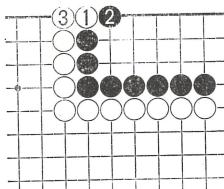
Diag 3 (MISS). The solid connection B4 is a miss. W plays sente yose W5 & 7 right away. This leaves no ko threats behind as the previous diagrams do, but you shouldn't trade this bad aji for an obvious loss. Momentary blindness or lapse of concentration can lead to this kind of mistake.



1 図



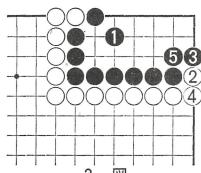
2 図



Diag F

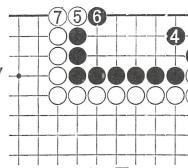
It is also effective to play so as to force your opponent to play inefficiently. **DIAG F.** In this case, it is better to play hanetsugi from this side first.

Diag 1 (FAILURE). It is no good to play from this side. After this the hane at a is not sente. You have forced your opponent to play efficiently (not a good strategy).

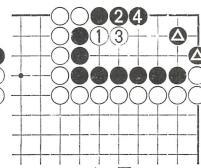


Diag 2 (NECESSARY).

After Diag F B has no effective way to answer. The ordinary B1 is necessary, so W can play 2&4 in sente.



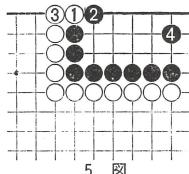
3 図



4 図

Diag 3 (GOTE). After B2 & 4 in Diag 1, W5 & 7 are gote.

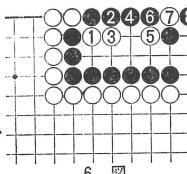
Diag 4 (NOTHING). W1 & 3 after Diag 3 are useless. The stones BA protect this invasion. There is no way to exploit this bad aji, except for use as ko threats. In general, immediate gains are better than potential ko threats.



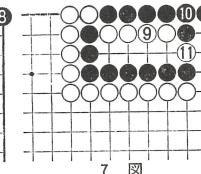
5 図

Diag 5 (NO PROTECTION)

Thinking about efficiency, B may try to protect the cut below B2 with a play at 4. This is similar to the position in



6 図



7 図

Diag E. B has not been careful in his reading, however, as B4 is no protection at all.

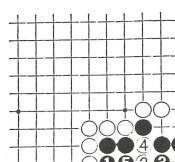
Diag 6 (PITCH). After W1 & 3, W plays kake at 5. If B6, W pitches at 7. After B8...

Diag 7 (CAPTURED). ...W plays W9 & 11 and B is captured. A stone is not efficient if it fails to accomplish its primary aim (e.g. B4 in Diag 5 doesn't guard against the cut below B2). A slight change of order might make a big difference. Technique aside, the efficiency of a stone is very important even in yose.

ANSWER TO COVER PROBLEM

This is a famous life and death problem involving a hard to find tesuji known as *ishi-no-shita* or "playing under the stones".

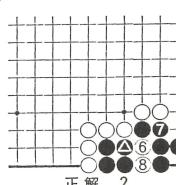
Diag. 1: The only way for B to live is with B1. W plays 2 and B must answer at 3. When W throws in at 4, B captures at 5.



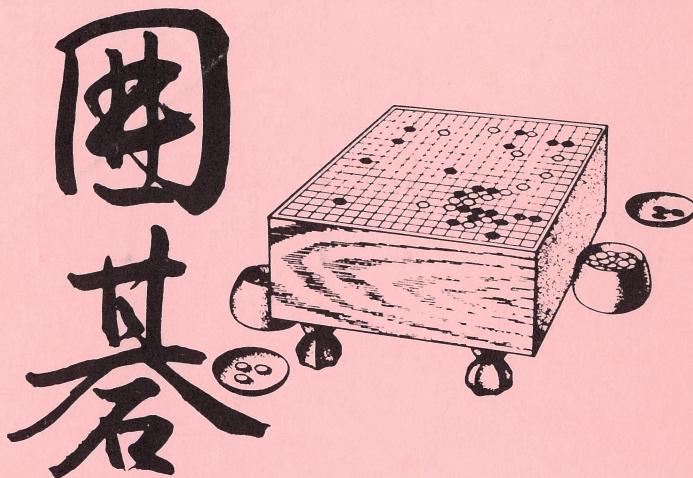
正解 1

Diag. 2: W next plays double atari at 6.

The secret is to connect at B7, allowing W to capture 4 stones at 8. B can now play back at Δ to capture W6&8 to make a second eye.



正解 2



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